```
Mesh
 # local_pos
  # refcount
 # mx
 # mn
 # radialSize
 # numlods
 # framespersecond
 # orig
  # lodsize
  # forcelogos
  and 20 more...
 # meshHashTable
 # animationSequences
  + initTechnique()
  + getTechnique()
  + setTechnique()
  + LoadExistant()
  + LoadExistant()
  + Mesh()
  + Mesh()
  + getVertexList()
  + setVertexList()
  + getFramesPerSecond()
  and 48 more.
  + LoadMesh()
  + LoadMeshes()
  + LoadMeshes()
  + ProcessZFarMeshes()
  + ProcessUndrawnMeshes()
 # PostProcessLoading()
  # Mesh()
  # InitUnit()
  # getLOD()
              Δ
         SphereMesh
+ SphereMesh()
+ RestoreCullFace()
+ SphereMesh()
+ Draw()
+ ProcessDrawQueue()
# GetT()
# GetS()
# AllocNewMeshesEachInSizeof
MeshSpace()
# InitSphere()
          CityLights
+ CityLights()
+ CityLights()
+ ProcessDrawQueue()
# GetT()
# GetS()
# AllocNewMeshesEachInSizeof
MeshSpace()
```